

DAVID DUHEM

— Gameplay Programmer —

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EXPERIENCE

Gameplay Programmer on Just Dance 2023 Edition Ubisoft Paris - Montreuil, France

Internship from 2022 to august 2022

And regular contract from august 2022 to october 2022

- Gameplay Programming using Unity and C#.
- Owner of pages and elements inside the catalog scope.
- Implementing UI elements with the UX team and the game designers. Using UI Toolkit.
- Continuing improvement and optimization of the existing systems.
- Participating in meetings with the goal of improving the design and good coding practices.

Gameplay Programmer on Fighting Mad Lads IIM Digital School - Nanterre, France

Student project from december 2020 to January 2022

- Implementating gameplay mechanics of the character following the game designers intructions. (Regular / Special abilities and behaviours)
- Gameplay programmer on a fighting / party game using Unity with a team of 14 persons.
- Creation of the main party game mode and several other game modes.

QA Tester on Arkham Horror : Mansions of Madness et Gloomhaven Asmodee Digital - Paris, France

Internship from may 2019 to october 2019

- Ensuring the game quality in order to validate the stability and gameplay before release.
- Close dialog with development teams in foreign country and inside the studio.
- Bug report and tracking using Jira.

EDUCATION

Mastère "Game Programming" (Master's Degree equivalent)

2020 - 2022 - Institut de l'Internet et du Multimédia - Nanterre, France

- Improving advanced programming skills using Unity (C#), Unreal Engine (C++ and Blueprint) , optimization and multithreading.
- Two years working as a game programmer on school project and multiple game jams (Integration game jams, Ludum Dare, Christmas game jam and more)

Bachelor's degree in game design and level design (3 years post secondary)

2018 - 2019 - Université Paris 13 - Bobigny, France

- Trained in writing game design documents and in creation of level design.
Creation of rational design tools to help with balancing the game.
- 3 months school project as a game programmer in a team of 4 persons.
Development of a platform / puzzle game with a strong narrative aspect.

Technical degree in computer science (2 years post secondary)

2013 - 2016 - Université Paris 13 - Villetaneuse, France

- Introduction to computer science : Advanced object oriented programming (C++, JAVA),
Web development (PHP, Javascript), Databases management (SQL), Network and system
administration (Linux).

High School Diploma in industrial science (Diplôme collégial)

2011 - 2013 - Lycée Louis Juvet - Taverny, France

- Graduated with High Honor.
- Introduction to 3D mathematics and combinatory logic applied to digital information
systems.

COMPÉTENCES

- Gameplay Programming in C# and C++ using Unity or Unreal Engine.
- Skilled with UI Toolkit for Unity.
- Professionnal experience on a multi-platform game from its pre-alpha state to its
release. (Nintendo Switch, Xbox Series, PS5)
- Skilled in the following versionning softwares : Git, Perforce.
- Skilled in Jira as a project management software.
- Writing of rational design documents and tools.
- Professionnal experience in quality assurance applied to video games.
- Very good communication skills in a team.
- Proactivity to reach the project's goals.
- Skilled in Microsoft Office Suite and Adobe InDesign.
- Very good english skills (both writing and speaking)